

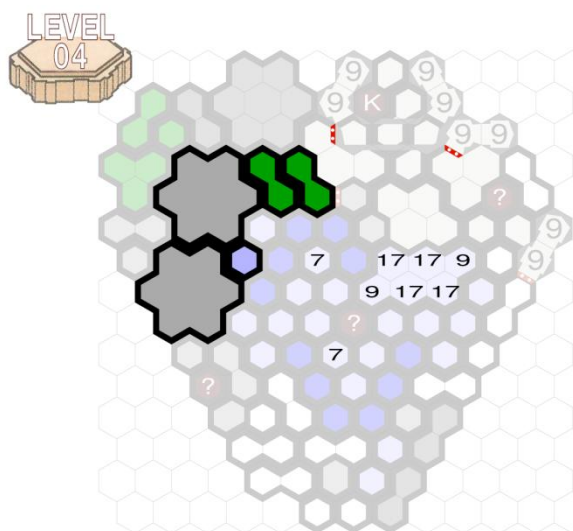
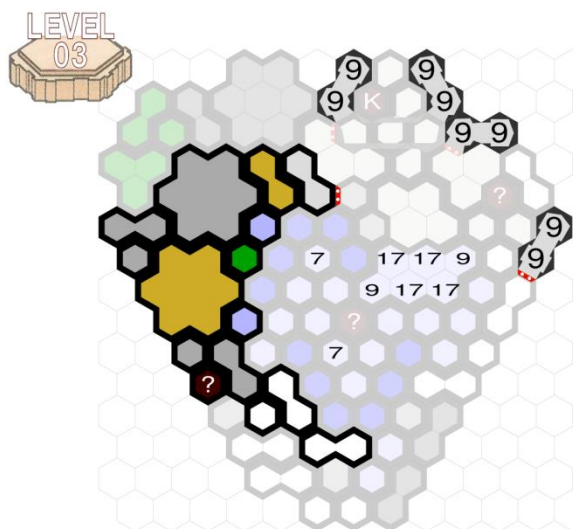
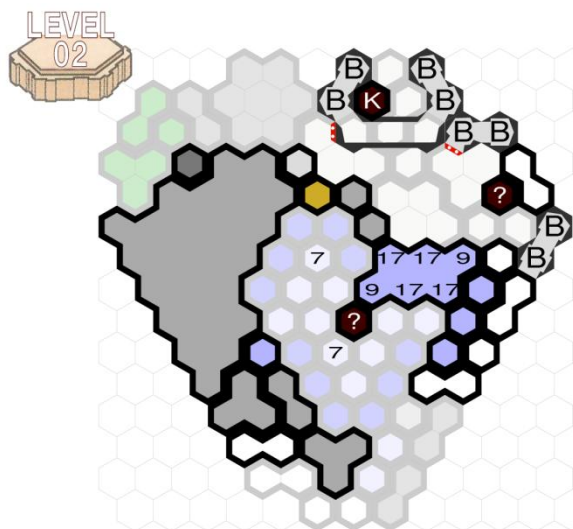
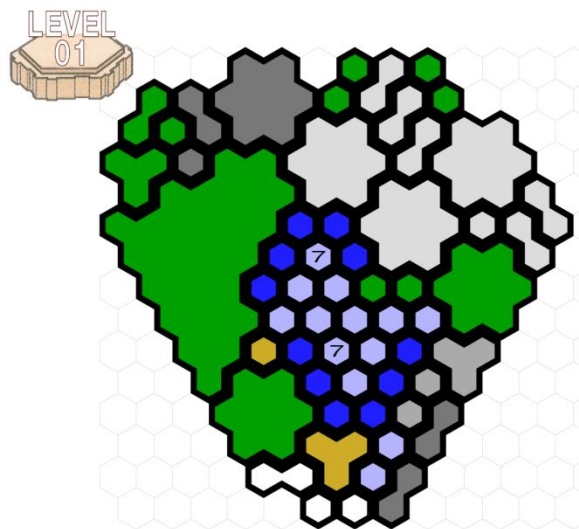
Fortress of Solitude Battlefield

Fortress of Solitude Battlefield



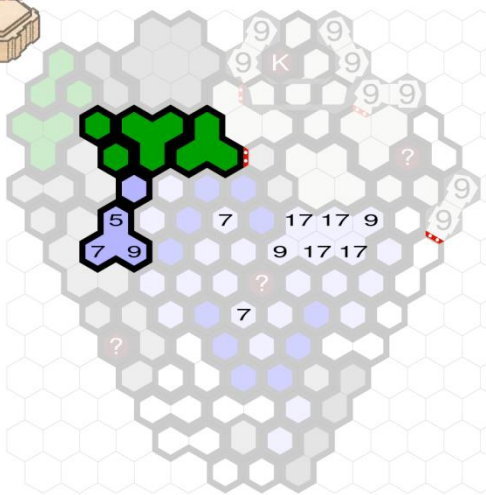
Required Sets: Marvel: The Conflict Begins™ Master Set, Rise of the Valkyrie™ Master Set, Fortress of the Archkyrie, Thaelenk Tundra.

Deep in the icy wilderness of Antarctica, perhaps the loneliest spot on Earth, a monument has been constructed to honor a fallen alien civilization and provide much needed respite for its last surviving son. Here Superman, champion of truth, justice, and the American way, comes to clear his mind when the pressures of saving the world become too much. The strong pillars and frozen caverns of the Fortress were constructed to enhance the Man of Steel's solitude and allow him to honor his lost planet, Krypton, but even in Antarctica nothing stays a secret forever.

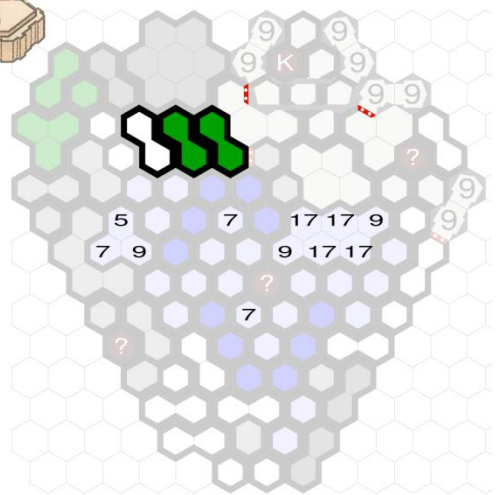


Fortress of Solitude Battlefield

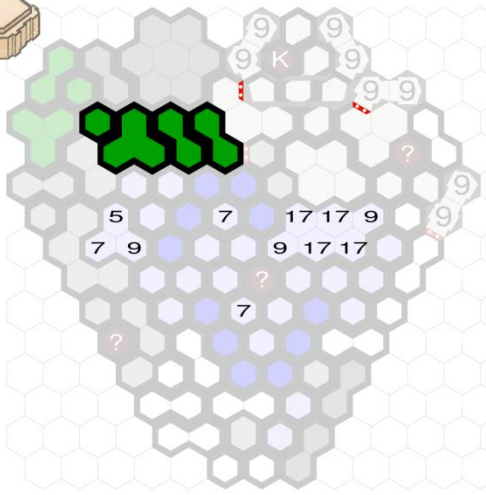
LEVEL
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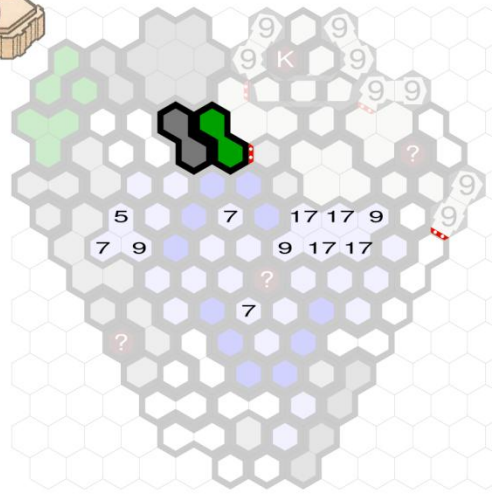
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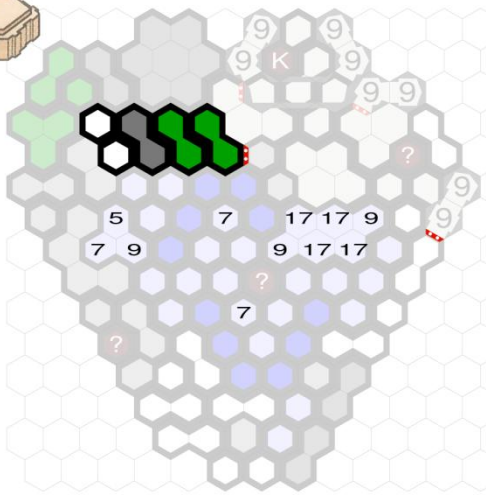
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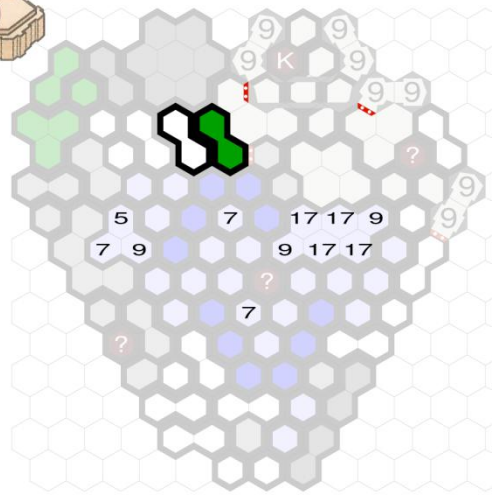
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LEVEL
07

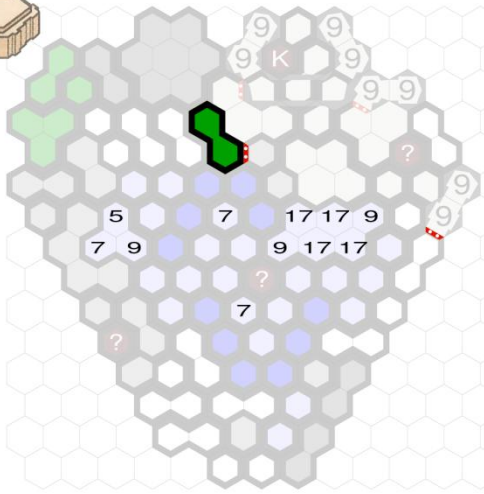


LEVEL 10

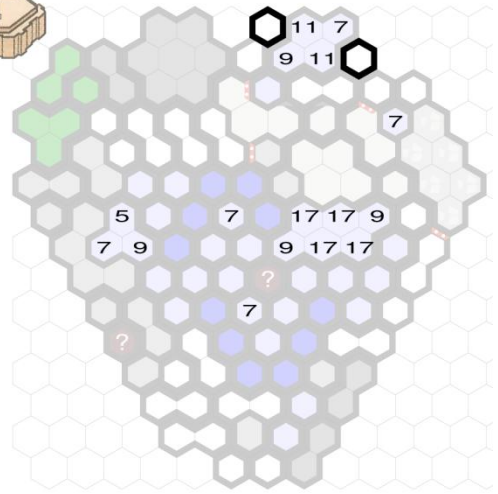


Fortress of Solitude Battlefield

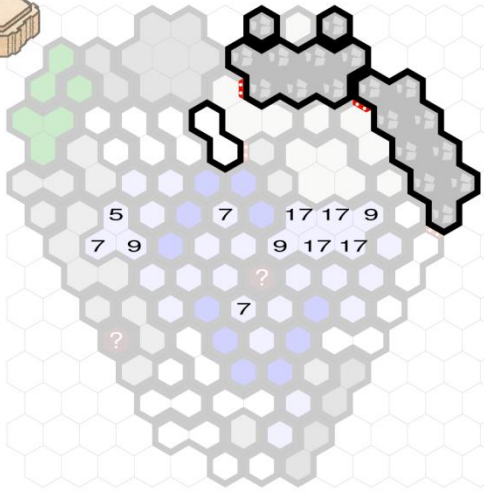
LEVEL 11



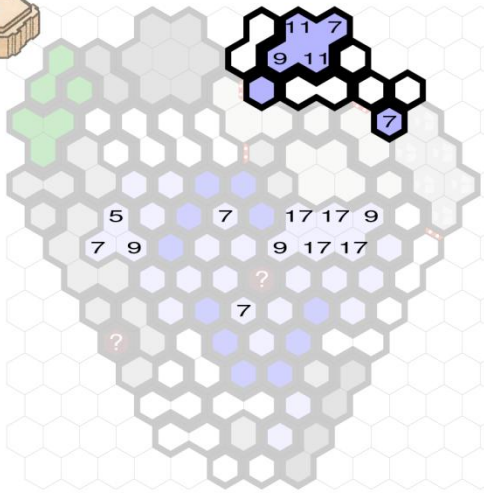
LEVEL 14



LEVEL
12



LEVEL 13



Superman

CHAPTER FOUR: AN ICY REUNION

Superman reels from the effects of Green Kryptonite while villains scatter from the scene. Batman reaches into his utility belt to summon his Batmobile to return the Justice Leaguers to his Cave and give the Man of Steel a chance to recuperate.

But, on this fateful evening, there is another who is pulling the strings of these heroes and villains like mute marionettes. A mysterious vortex of rippling energy tears a circle into reality itself.

"A boom tube!" Batman exclaims.

A mysterious man leaps from this portal with a twirl of his dark green cape and the strange glow in his eyes the heroes saw in Batman and the criminals at the bank.

"Count Vertigo!" Green Arrow cries.

He raises a hand and stares at the heroes and suddenly up is down and sideways is diagonal and they're all quite familiar again with the contents of their last meals.

"Blast!" Black Canary shouts.

In the confusion, Count Vertigo grabs the weak and disoriented Superman by the arm and pulls him through the glowing tunnel, which closes behind him before the Man of Steel's friends can recover or lift a hand in opposition.

Well, one hand was lifted. Though Vertigo did not see it, one hand did give these heroes a fighting chance.

Batman shakes off the disorientation of the vertigo effect and runs for the hills.

"Where are you going?", Green Arrow demands.

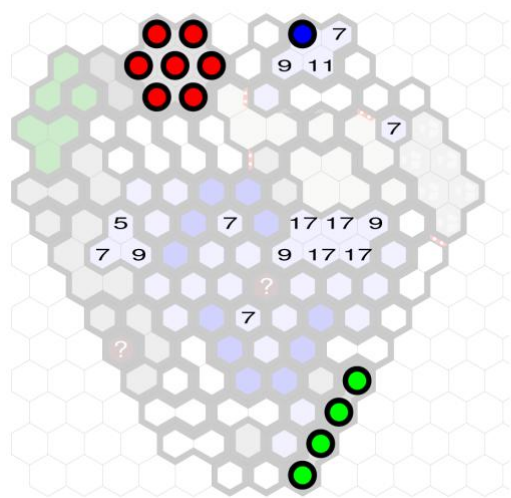
"The Batwing will be landing about a quarter of a mile from here in five minutes," the Dark Knight declares.

"OK," Black Canary replies, as she sprints to follow, "Where are we going?"

"I planted a tracer on Superman. I know where Vertigo has him. Which reminds me, you might want to pack a coat..."



Fortress of Solitude Scenario



Player 1

- Superman
- Hawkgirl
- Batman
- Black Canary
- Green Arrow

Player 2

- Solomon Grundy
- Two-Face
- Joker
- Count Vertigo

MASTER GAME

An Icy Reunion

(2 players)

Player 1's Goals: Rescue Superman and defeat the villains who trapped him.

Player 2's Goals: Defeat Superman's allies, leaving the Man of Steel vulnerable.

Set-Up: Place the Glyph of Green Kryptonite on the designated space. Shuffle the Glyph of Team Ups, Glyph of Super Speed, and the Glyph of the Boom Tube and place them randomly Power Side down on the spots designated on the map.

Player 1 brings a pre-made army of Superman, Hawkgirl, Batman, Black Canary, and Green Arrow. Player 2 brings a pre-made army of Solomon Grundy, Count Vertigo, Joker, and Two-Face.

Superman starts in the blue starting zone. Batman, Hawkgirl, Black Canary, and Green Arrow start in the green starting zones.

Player 2 starts in the red starting zones.

Special Rules

Lock-down: The Fortress Door is in place and locked. The Fortress Door may not be opened from either side. The Fortress Door is removed as normal if it is destroyed.

Rescue Mission: Player 1 cannot attack any of Player 2's figures until Player 1 has attacked the Fortress Door at least once during that round.

Be sure to reference the special rules for Equipment Glyphs on page 5 of the *DC Heroscape Custom Large Expansion: World's Finest* booklet.

Victory: Player 1 wins if the Fortress Door and all of Player 2's figures are destroyed by the end of round 8. Player 2 wins if Hawkgirl, Batman, Black Canary, and Green Arrow are destroyed before the Fortress Door is destroyed. If the Fortress Door is destroyed, Player 2 must also defeat Superman. If the battle reaches the end of round 8, the battle is over and the player with the most points on the battlefield wins (see scoring in the *Heroscape Rise of the Valkyrie Master Set*).

ROUND MARKER TRACK

